

## ABSTRAK

### PENERAPAN MODEL PEMBELAJARAN PROBLEM BASED LEARNING BERBANTUAN SOFTWARE CABRI 3D PADA MATERI BANGUN RUANG SISI DATAR DI KELAS VIII SMP

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**Abstrak:** Penelitian ini bertujuan untuk mengetahui proses pembelajaran *Problem Based Learning* Berbantuan *Software Cabri 3D*. Jenis penelitian ini adalah penelitian Tindakan Kelas (PTK) dengan dua siklus yang dikemukakan oleh Arikunto. Alur dari penelitian ini meliputi: rencana tindakan kelas, pelaksanaan tindakan, observasi, refleksi, dan rencana tindakan siklus selanjutnya, yang dibatasi hanya pada tahap perencanaan.

Hasil dari penelitian ini berupa perangkat pembelajaran yaitu Rencana Pelaksanaan Pembelajaran (RPP) yang disusun dengan model pembelajaran *Problem Based Learning* (PBL) berbantuan *Software Cabri 3D* yang divalidkan oleh para ahli yang memenuhi kriteria kevalidan dengan rata-rata skor 4,6 dengan predikat valid.

**Kata kunci:** *Model Problem Based Learning* (PBL), *Software Cabri 3D*.

## ABSTRACT

### LEARNING MODEL APPLICATION OF *PROBLEM BASED LEARNING* ASSISTED BY CABRI 3D SOFTWARE AT THE MATERIAL OF *BANGUN* *RUANG SISI DATAR* (POLYHEDRON) IN CLASS VIII SMP

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This thesis aims to determine the learning process of *Problem Based Learning* Assisted by Cabri 3D Software. This type of research is a Classroom Action Research (CAR) with two cycles proposed by Arikunto. The flow of this research includes: class action plan, action implementation, observation, reflection, and the next cycle action plan, which is limited only to the planning stage.

The results of this research are in the form of learning devices, namely the RPP (Learning Implementation Plan) which is compiled with the learning model of *Problem Based Learning* (PBL) assisted by Cabri 3D Software which is validated by the experts who fulfill the validity criteria with an average score of 4.6 with a valid predicate.

**Keywords:** *Problem Based Learning* (PBL) Model, Cabri 3D Software

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Language Center UISU



Medan, November 13<sup>th</sup>, 2020

Chairperson,



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